PERSONAL PROJECT REPORT

INTRODUCTION:

Passion and Inspiration

Art has always been a huge passion of mine. It only started out as a hobby, but as I improved my skills, I found it to be much more than that. So, when the Personal Project came around, I wanted to share my passion and improvement through it. The personal project is a great opportunity for me to be able to explore my passion in depth and continue to develop my skills through the ATL's. I had to choose a topic that I have a large interest in so that the personal project won't only be a task, but an enjoyable experience that will help me in the future. I chose art because I felt as though creating a product based on a skill I have



already developed and want to continue to develop

will allow me to fond this project easy. It was

hard choosing between the sciences and art, but science was something I spent a lot of time with at school, and art is something I haven't been able to find the time to really develop. This gives me an opportunity to spend time developing my art in an academic way and put more effort into it than I have ever done before. My development in art has been very apparent as seen in these two images, so I wanted to display that. My love for art developed in early years through influence of family and friends around me who were talented in art. I wanted to develop myself as an artist along with them so that I felt I had a special talent I could associate with myself.

CRITERIA A

Goal

Of course, exploring a personal journey requires a lot of planning, and this begun with determining my product and learning goal, then choosing my global context and exploration.

MY GOAL:

PRODUCT: To showcase my art over time on a large display board and have it tell the story of my improvement in chronological order. I've created a lot of artworks in the past and I continue to do so. I never really look back at them since I keep them away in a folder collecting dust. Creating a large display of my artwork as my product will not only showcase my talents to my audience, but it will also give me an opportunity to reflect on my own artistic journey and appreciate the effort I have put into developing my skill.

LEARNING: To learn how to story tell and explain my journey of developing my skills in my passion which is art. It's been a lifelong goal to develop my art skills, and it's something I will never stop developing. It's the kind of goal that keeps extending every time I reach a new milestone. To accompany this skill development, I wanted to also learn a completely new skill with this project which is the skill of storytelling. This way I can use

my journey and development to inspire and benefit others as a way to help the community. I've noticed that a large part of my improvement comes from the inspiration I've gained from others, and I wanted to do the same.

Figure 1: Diagram showing link between learning goal and product goal



My Global Context

Personal and Cultural Expression

• The ways in which we reflect on, extend and enjoy our creativity

I chose this global context because I wanted to do a project based on my own personal experience. I wanted to be creative with my project because I felt I could excel when doing something I am passionate about which is why I want to reflect and enjoy my creativity, hence the chosen exploration. I don't look at art as only a means to spend my spare time, but as an activity that allows me to express my creativity and passion for it. This project will allow me to explain exactly that and justify my love and effort I put into art.

The global context allows me to narrow down on the purpose of my product, and what specific area I'd like to explore. I want my product and project to be personal to me which is why I chose personal and cultural expression. Once I chose my global context, I set some smart goals so that I can have a better idea of what I need to achieve.

Success Criteria

It is very important for me to develop a criterion for my product so that I can base its success over a set number of goals. A success criterion will allow me to refer to my strands in order to make sure I'm on the right track while creating my product, then I can evaluate my final product according to the success criteria.

Table 1: Success criteria

Level	Limiting	Meeting	Exceeding
Aesthetics	Small display with 20- artworks	Medium display with 20-40 or less artworks	Large display with 40+ artworks
		Range of references and concepts that I am familiar with	Range of references and concepts that I am familiar and unfamiliar with
	The product is not aesthetically captivating or unique	The product is aesthetically pleasing but not unique	The product is aesthetically pleasing and unique
	The order and organization of the product is lacking	The product is somewhat organized	The product is well organized with levels and chronological order
Function			The product requires minimal additional explaining and text to allow the audience to understand its purpose
	The product does not tell the story of my artistic journey	The product somewhat describes my artistic journey through story telling	The product clearly showcases my artistic journey and is easy to understand
User/service	The product does not provide inspiration to the audience	The product gives some inspiration to the audience	The product gives a lot of inspiration to the audience
	There is no obvious positive reaction from the audience	There is a positive reaction from a portion of the audience	There is a positive reaction from most if not all the audience

Action Plan

The next step I took in planning my project is to develop an action plan. This started off with me looking at the provided calendar of events to determine the time periods I had for each criterion and major task, and then base my personal action plan off of that. Then I created my action plan and included all the important tasks I needed to complete for criteria A.

Table 2: Action plan

DATE TO BE COMPLETED BY			REFLECTION AND CONNECTION TO SUCCESS CRITERIA AND ATL SKILLS
	First meeting	Product ideasPresentation	This task was completed on time. I was able to discuss all my main points and discuss further ideas for my product and presentation. This helped me determine what points to include into my success criteria. (Communication)

		Primary research	
29/10/2021	First art exhibit visit	VCU	This was completed 2 days late on 31/10/2021. This was because I couldn't go to VCU myself, but I had a friend take some photos for me to analyze. (Research)
5/11/2021	Second art exhibit visit	Figures of Speech Take photos of the gallery Possibly meet the artist	This weas completed on time. The exhibition opened on 5/11/2021 and I was able to go on that exact time. I took enough photos but was not able to meet the artist behind the exhibition. This helped me decide on the function section of my success criteria by figuring out what to put into my product and how it should function. This also helped with aesthetics as I was able to gain visual inspiration for my product. (Research) Figure 2: Figures of speech exhibition
11/11/2021 - 14/11/2021	Second	Discuss: Product's relevancy to the present Primary and secondary research Action plan Crit A report Success criteria	I was able to have my second meeting on 14/11/2021 and I was able to discuss all the points I wanted to discuss. (Communication) Figure 3: Signature from first meeting
11/11/2021	Annotate art gallery findings	Write about important notices and inspiration for my own gallery	I began analyzing my images from the art galleries, they took me a while to print. But once I did, I analyzed them in my process journal. This further helped me decide on specifications for my success

			criteria as well as begin to achieve them. (Research/thinking)
13/11/2021	Begin secondary research	Research: • How to improve in art • Different art styles • Art determination	(Research)
14/11/2021	Create survey interview for artists	Email artists such as Virgil Abloh Kaws	I couldn't complete this task
14/11/2021	Begin success criteria	Create success criteria table	I was able to complete this task on time and use points from my 2 nd meeting to do so (Thinking)(Refer to table 1)
15/11/2021	Mind map product	Take idea and begin to sketch different aesthetics	I was able to create a mind map of ideas in my process journal on time. I mainly focused on aesthetics for this task. (Thinking) Figure 4: Product ideas mind map 1 PRODUCT IDEAS MIND MAP: Those on old drawing parking the total or and the form of the not of the notes. The medium of different control of the notes of the total or and the total
16/11/2021	Continue secondary research	Research:	I researched on Virgil Abloh and his journey of becoming a designer. This helped me achieve all aspects of my success criteria as researching a famous artist helped me get into the right mindset to create a functioning aesthetically pleasing product. (Research)
19/11/2021	Product	Begin compiling older drawings that I want to include	I placed all my old drawings in a binder for me to select from.
		CRITERIA	В

16/12/2021	compiling old art works		I compiled a total of 21 physical artworks and placed them all in a clear file. This helped me achieve the function part of my success criteria as having a lot of old artworks helped me show my old skill level.
16/12/2021-23/12/2021	Create artwork 1	Select a reference, sketch, outline, and color in artwork	This was completed on time. This helped me show my current skill level in my product which helped with the function section of my success criteria. Figure 6: Artwork 1
17/12/2021	for product	Sketching different arrangements for my product in my process journal.	I was able to come up with multiple ideas for my product while taking into consideration the possibility of an online presentation.
22/12/2021		Go through the sketches of product ideas and choose the best one to improve.	

22/12/2021-	Begin and	Same process as artwork 1.	Figure 7: Second artwork
29/12/2021	finish sketch for art piece 2		
24/12/2021	Begin planning presentation	Create slideshow and begin	This was completed a couple days late
7/1/2022	Meet with supervisor for Crit A feedback		I met twice for criteria A feedback. I received two main points: - Include more visual evidence - Justify my decisions more
10/1/2022	product setup	Finish development of my chosen idea and have all the details chosen.	I decided on a grid formation that will be put up on one wall. This helped me achieve the aesthetics part of my success criteria. (Thinking/reflecting)
10/1/2022	Check success criteria		
12/1/2022	Print digital artwork	Go to Al-rownaq to print out the digital artworks in A4 size	I printed out a total of 15 digital artworks on regular printer paper
12/1/2022	Purchase materials for product	_	I ended up buying blue posters instead of white ones after I realized that many of my pieces are on white paper and needed to contrast with the background. I also ended up buying black card as backing in order to make my product more professional.

12/1/2022	Glue artworks on backing paper	Cut images to be smaller than A4 and use stick glue to evenly stick them onto the black card, forming a border around them.	I cut the images free hand, but after reflecting I realized it would have been better if I used a cutter. Unfortunately, I didn't have access to one because I was doing online school.
13/1/2022	Glue artworks on poster	Glue 9 artworks on each poster	Figure 8: Gluing artworks onto poster
14/1/2022	Take photos of product and submit	Make sure format is .jpg	

CRITERIA B

It was important for me to create a product which met my skill level enough to be successful, but also required me to learn new skills. Art skills are something I already have, but story telling is a skill I needed to develop. Therefore, creating an art gallery that showcases my progression of art is the perfect mix of skills I already have and skills to be mastered.

Planning my product

Since I have already decided that I wanted to create an art gallery. I first needed to plan out what I wanted to include. My gallery would show my art works from a long time ago as well as artworks that I would create throughout the personal project. The best way for me to do this was to sketch out ideas in my journal and then annotate them so I could find the best possible product. Using my primary research (Visiting an art gallery) I was able to have enough inspiration to come up with my own product.

OLD ARTWORKS AND NEW ARTWORKS

I went through old sketchbooks and binders looking for a selection of old artworks to use (refer to figure 9). I chose a few from each year so that I could have a good selection of artworks from the past. While compiling old pieces, I was also able to reflect on my artistic journey and see my improvement so far, which gave me motivation to continue working on more art. I had to also continue creating artworks throughout the personal project journey so that I could show the continuation of my development in art. This was easy to do consistently throughout the personal project as it is something I already enjoy.

Figure 9: Binders and sketchbooks with old artworks and software with new artworks





The change in art medium and style throughout the years is very visible in the previous artworks that I chose and the ones that I created throughout the personal product. I went from drawing on regular printer paper to sketch paper to digital art. This is a very important thing to include in my product and presentation as it shows how not only did my skills change but my how knowledge on art resources and technology has developed as well.

Planning a presentation

My product has a lot of meaning and significance behind my product, so my presentation needs to be good enough so that the audience can grasp my intentions. It was important that I finished my product first so that then I could create a presentation around it. I had to plan for both a physical and digital presentation. I planned my digital presentation by improving my power point skills in order to create an aesthetically pleasing presentation. I answered the provided questions in order to make sure what I included in my presentation was relevant and informative.

Learning Goal and ATL skills

Research

In order to achieve this, I needed to conduct my own primary research to understand the skill of storytelling. This meant I really needed to use my research skills. I had to first plan my research, and that required setting up my learning goal. Once I decided on my learning goal, I could then determine what was important to research. I planned to do more primary research by documenting an art gallery visit and analyzing my findings. I discovered the importance of primary vs secondary research during this project, and how each can help achieve a certain goal. Using my observation and data collection/recording skills, I was able to gain new insight on how to create an art gallery. The observation and recording of data then turned into organizing and interpreting. I took my findings and then analyzed the new information that I found so that I could expand my

knowledge on storytelling and gallery curating. All the research would then be presented when I create my own gallery and incorporate story telling into it. If I did a good enough amount of research, then my learning goal would be clearly achieved by the success of my product. I also conducted CRAAP tests to justify the validity of my sources, which also shows the improvement of the research ATL skill.

Figure 10: One of my CRAAP tests

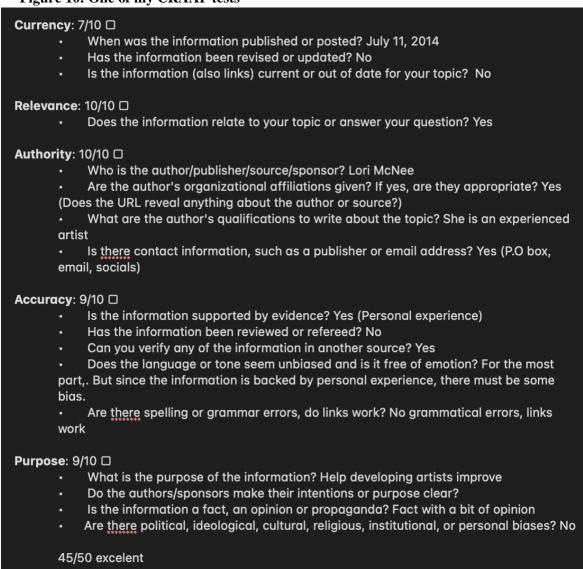
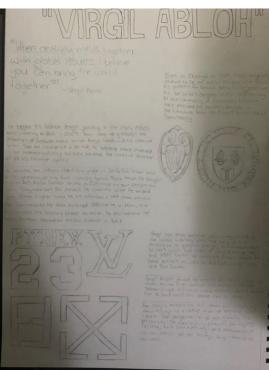


Figure 11: Research on artist Virgil Abloh and "Figures or Speech" art gallery





Self-management

Of course, any learning goal takes time to achieve, and this requires a lot of self-management skills. Taking the time to visit and analyze art galleries, then taking the time to incorporate my learning goal into a product is representative of my time management which is withing self-management. Not only was time management important in achieving my learning goal, but so was organization. Organizing my information so that I could apply it to working towards my learning goal was important. Most importantly, within self-management I had to understand my own capabilities and choose a learning goal that I could achieve.

Product Goal and ATL Skills

Thinking

Like my learning goal, I needed a lot of creative thinking in order to create the perfect product. When planning my product, I made use of my physical process journal by sketching out different ideas so I can visualize my product better before creating it. Getting my ideas on paper allowed me to expand my creative thinking. Also, the issue of staying indoors due to COVID-19 meant that I had to really use my critical thinking to be able to still have a successful product while navigating through the presented obstacles.

Communication

I needed communication in order to decide on how to execute my product. There were a lot of complications with covid and my product. My product would work best in person, but with the possibility of doing the presentations online, I needed to find a way to make the project work. I used my communication skills by asking my mentor and other teachers for ways to work around the covid restrictions, and I was persistent with asking so that I could be sure of what to do. This involved mentor meetings, second opinions, working with my

peers, and asking questions during class personal project discussions. This resulted with me finding solutions to my problem. The situation we were in kept fluctuating but in the end, it was decided that we would have a blended model, meaning I would have to prepare for both a physical presentation and a virtual one.

Criteria C

I learned about the importance of reflecting on my progress as an artist and to appreciate the improvement I've had over the years. Since my learning goal was to learn to display my story with art in a gallery, I had to research gallery curating, and this allowed me to learn about using art to show development or something meaningful. To further explore my learning goal, I need to continue developing art and start developing new themes to base my art off. This way, I can create more showcases with art that has different meanings and intentions. After completing the project, I still feel as though there is more to be done towards improving my art. I always feel that I can do better, and if I were to do this project again in a few years' time, I would have so many more artworks to add because I am forever improving. The approach I used have towards improving in art was just constantly drawing hoping I would get better. Through research and this project, I have now learned that it is more important to know what it is I need to improve rather practicing without knowing why. This was very beneficial for me not only in art but in everything I do. Focusing on my areas of improvement rather than dedicating time to a skill as a whole and wasting effort on something that doesn't need it is a very important lesson I can use in every aspect of life.

As mentioned before, I developed my ATL skills throughout this project, especially my research skills, thinking skills, self-management skills and communication skills. This project has helped me become an independent learner, and this has helped me develop the ATL skills more than any other project I've done because I had to rely on myself for the most part to achieve my learning and product goal. I have used these skills in the past in previous school assignments, but the personal project has given me a newfound appreciation to the ATL skills and their importance. In the future, my main goal is to work on my self-management skills, more specifically my time management. This is because the personal project along with other assignments and assessments has made organizing my time very challenging and it was a true test to see if I could be responsible with my time. Reflecting on the personal project, it is very clear to me that I need to improve my time management skills so that I can complete my tasks on time with high quality.

The personal project has changed a lot in me as an artist, as a person, and as a learner. The independence aspect of the personal project has been important for me as it allowed me to develop skills at a much faster rate since my project was very personal to me, and I had to find resources and information myself.

Figure 12: Final product

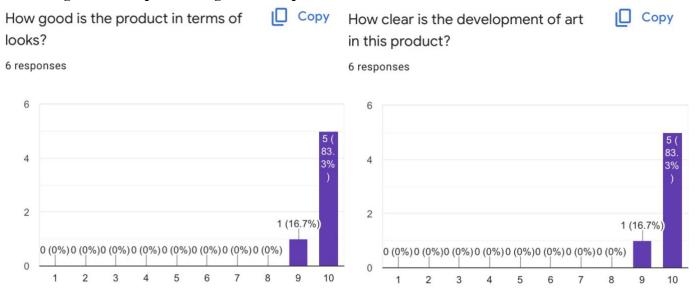


Table 3: Annotated success criteria

Level	Limiting	Meeting	Exceeding	Comment
Aesthetics	Small display with 20- artworks	Medium display with 20-40 or less artworks	Large display with 40+ artworks	There are a total of 36 artworks meaning that my product was meeting but leaning more towards exceeding than limiting.
	Limited range of references and concepts that I am familiar with	and concepts that I am familiar with	Range of references and concepts that I am familiar and unfamiliar with	For the most part, my art contained portraits of faces. Although, there are a few pieces with different references such as buildings, furniture, and full body images.
	The product is not aesthetically captivating or unique	The product is aesthetically pleasing but not unique	The product is aesthetically pleasing and unique	The product is aesthetically pleasing in the sense that the layout has been done well and the color choice is good. On the other hand, the overall product is not very unique.
	The order and organization of the product is lacking	The product is somewhat organized	The product is well organized with levels and chronological order	The product is very organized because the artworks are arranged in an array and are in chronological order.
Function	The product requires additional	The product requires some addiction explaining and text to	The product requires minimal additional explaining and text to	The improvement in art from left to right is very clear in my product, but some

	1	allow the audience to understand its purpose		explanation would still be helpful.
	not tell the story of my artistic	The product somewhat describes my artistic journey through story telling	showcases my artistic	The product clearly shows my development in art and my progression.
User/service	_	The product gives some inspiration to the audience	The product gives a lot of inspiration to the audience	Refer to figure 13
	There is no obvious positive reaction from the audience	_	There is a positive reaction from most if not all the audience	Refer to figure 13

Figure 13: Graphs showing audience opinion of aesthetics and function



The first graph shows that this selection of my audience feels that the aesthetics of my product was done well, meaning that I achieved the aesthetics part of my success criteria. The second graph shows that this selection of my audience could clearly see the improvement of my skills meaning I achieved the function and service part of my success criteria. I also received positive feedback on both my aesthetics and function from parents and students on the presenting days.

The main strength of my product is that it is very personal to me, and it clearly shows my development in art over time. The artwork has been laid out in a way that chronologically shows my development in an

aesthetically pleasing way. My product has also achieved the points on my success criteria in a generally moderate to excellent way. The weakness of my product is that it is limited to mostly one art style. This means that although there has been great development in my skills, I still have not explored different art styles and references. I could have developed my product more if I adapted my learning goal to include learning new art styles so that I can also show myself learning skills I am familiar and unfamiliar with. This would allow me to improve the second strand under aesthetics in my success criteria. Overall, the personal project made me develop as an independent learner at a very fast rate, and the lessons I learned will benefit me not only in future academic projects, but also in my day-to-day life after school.